GLENVIEW INCIDENT STATUS SUMMARY

Friday, October 8, 2010 - 16:00 hours

Number of sites requiring debris removal- 34 private home sites destroyed, 1 private home site with major damage and additional public areas affected.

Notables:

35 of 35 private home owners, one-hundred percent, have formally registered for the program. Tree removal crews continue to cut burned trees that have been approved for removal. The project also received written confirmation from the City of San Bruno for removal of the playground and trees in the public park area.

Day 14 of debris removal: Debris removal was completed on two private home sites. To date, debris removal has been completed on eighty-nine percent of the properties signed up for the program. Three removal crews continue to work on site conducting removal activities, including dust control. Air monitoring activities continue in the work area and surrounding community.

Debris Removal was completed at the following addresses today:

1645 Claremont Drive1110 Glenview Drive

The Numbers - Day 14 of the Glenview Incident:

35	Private Home Sites requiring debris removal. Change of $\underline{0}$	
35	Sites registered for the removal project. Change of ± 1	
35	Sites documented. Change of <u>0</u>	
35	Asbestos surveys completed. Change of $\underline{0}$	
31	Debris removal completed. Change of ± 2	
<u>25</u>	Sites sampled. Change of $\underline{0}$	
<u>11</u>	Sample results approved. Change of ± 7	
	Erosion control completed. Change of <u>0</u>	
	Approved by San Mateo Co. as ready for a building permit.	

Reporting Tonnage and Truckloads totals for 10/7/10:

MATERIAL	DAILY TOTAL	TOTAL TO DATE
metal (recycled)	9.05 tons / 1 truckload	115.37 tons/11 truckloads
concrete (recycled)	357.19 tons / 15 truckloads	3107.33 tons/135 truckloads
debris and soil (disposed)	162.84 tons / 8 truckloads	2170.36 tons/109 truckloads
ash debris* (disposed)	60 tons / 2 truckloads	860 tons/23 truckloads
wood and chips (recycled)	0.00 tons /	
Totals	589.08 tons/ 26 truckloads	6253.06 tons/ 278 truckloads